OPERATING YOUR SKYFOX FIGHTER

Getting Started

Turn on the disk drive, turn on the computer and put the game disk in the drive. Type **LOAD"EA",8,1** and press Return. This disk uses fast disk routines generously provided by Commodore Business Machines, Inc. to speed up the program loading process. If you encounter any loading problems, start over and type **LOAD "SLOWER EA",8,1** instead.

When the program finishes loading, press your joystick button to begin. (Your joystick should be plugged into port 1.)

Choosing Ranks (Skill Levels) and Scenarios

Move the joystick right and left to select scenarios and forward and backward to select ranks (skill levels). Press the joystick button when you have the ones you want. There are 5 ranks from Cadet (the easiest) to Ace of the Base (the hardest). There are 15 scenarios.

The first 7 scenarios are Training Missions: some with enemy tanks only, some with enemy planes only, some with both. Training missions contain no enemy Motherships and the enemy cannot destroy your home base.

In the 8 Invasions you must protect your home base or lose your computer and whatever fighters you still have there.

When you wipe out all the enemy forces or when the enemy wipes out all your planes, you will be returned to base. When you get to the end of the game, press any key, then press the button to play a new game with the same rank and scenario, or use the joystick to change the settings first. To start over before the end of a game, press **Control 8**.

Launching a Skyfox Fighter

After you choose rank and scenario, the base computer will appear on the screen. To launch automatically against the nearest targets, press the joystick button to enter the launch tube. If necessary, then use the joystick to select low (for launching against tanks) or high (for launching against planes). Press the button again to launch. Your launch speed depends on your rank.

Flying a Skyfox Fighter

Move the joystick right and left to turn the plane. Move it up and down to change altitude. Press the spacebar to engage the afterburners for quick thrust. Release it to return to your pre-thrust speed. (Note: If you plug a 2nd joystick into port 2, you may use the button on that stick instead of the spacebar to control thrust.)

Using the Skyfox Weapons Systems

Press the main joystick button to fire the laser cannons. Press **H** or **I5** on the keyboard to arm a heat seeking missile and **G** or **I3** to arm a guided one. (Press again if you want to disarm an armed missile which you haven't yet fired.) Press the button to send an armed missile against an enemy target. You must be pointed toward a target visible on your on-board radar scanner to fire a missile or you will get a 'no target' message on the scanner.

Using Automatic Pilot to Find More Enemy Targets

When no enemy targets are in view press **I7** or **A** on the keyboard to engage the automatic pilot. Your on-board computer will locate the nearest enemy targets and send you to their location. If there are no enemies left it will send you to your home base.

Using the Base Computer

The base computer displays a tactical map which shows the location of all your installations and all enemy vehicles. While flying the Skyfox, press **C** to bring up a visual display of that map transmitted from your base computer. Use the arrow keys (or **I**, **J**, **K** and **M**) to move the cursor to the sector you want to fly to. Then press **A** to engage the automatic pilot. You may also follow this procedure to choose your own target to launch against from the base. Pressing **C** again disengages the base computer.

Flying Through the Clouds

There is a cloud barrier that stretches between 1 000 and 10 000 feet. You must fly through it each time you switch between ground and air combat. Flying up to 30 000 feet results in heavy fuel consumption. Look for enemy planes between 30 000 and 40 000 feet. They will only fly in that range. You can speed up the process of flying through the cloud barrier by pressing **U** to go to the high altitude combat arena and **D** to go to the low altitude one.

Landing a Skyfox Fighter

You may land at home base to recharge your shields and take an fuel. You may **not** land at any installation other than your home base. (Your home base is shown on the tactical map as a white checkered square. All other installations are shown as solid white squares.) To land: 1) enter the sector containing your base. 2) reduce your speed to zero by pressing zero on the keyboard. 3) reduce altitude to zero by pushing forward on the joystick. Once you've successfully landed the base computer will appear on the screen.

The Scenarios

Tank Training 1 – You are launched flying due east toward three consecutive waves of tanks. When you destroy the last one you will automatically be returned to base. Launch again to face even more tanks. Use your overhead radar scanner to spot your targets.

Tank Training 2 – Sectors all over the map will be occupied by tanks all advancing on your base. When you clear out the tanks in your immediate area press **A** or **f7** to engage the automatic pilot. This will take you at Mach 2 to the next nearest target. **Note: When using the keyboard, depress the key and hold it down long enough to see its effect. Do not simply give the key a quick tap.**

Plane Training 1 – You will be launched onto the roll of an enemy plane. Shoot fast or it will circle and attack you. The forward scanner shows planes which are in range and will help you determine whether they are above or below you. (**H** toggles between forward and overhead scanners.) Try your guided and heat seeking missiles. (Press **G** or **f3** or **H** or **f5** to arm and the joystick button to launch.) Succeed and you can relaunch against successively more planes.

Plane Training 2 – Launches you nose to nose with the enemy. The slow don't live.

Plane Training 3 – Like Tank Training 2 but with planes.

High/Low Training – Alternate waves first of tanks, then of planes. You'll automatically be returned to base after each success.

Combo Training – Like High/Low but a wave consists of both tanks and planes. You may fly through the cloud layer that separates air and ground wars.

Small Invasion – 1 Mothership to defeat, before it launches enough planes and tanks to destroy your base. Protect your base and the outlying installations containing your friends and relatives. Be sure to save some missiles to use against Motherships. When a mothership launches a plane on a bombing run to one of your installations the message 'launch detected' will appear on the radar scanner display in your cockpit.

Full Invasion – A 3 Mothership invasion. **Massive Onslaught –** 6 Motherships.

Halo, Alamo, Advancing Wall, Chess and Cornered – Each a multiple Mothership invasion each with its own shape and pressure. To study enemy movement patterns in the scenarios, choose a scenario and press the button to enter the base. Then don't launch. Just watch the enemy movement on the tactical map to understand their strategies.

Link With Computer's Tactical Map

C brings up the computer map. Pressing **C** again removes it. **With the map up:**

I, J, K, M or the **cursor keys** move the cursor (blinking square)

Z zooms in on square under cursor

A or **f7** engages automatic pilot targeting square under the cursor. If tactical map is not up when automatic pilot is engaged computer will automatically select nearest enemy occupied square instead

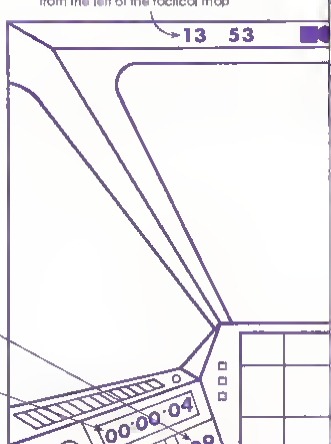
S brings up the score summary

R brings up an installation status report. Check the shields on each installation. When they reach zero the installation is destroyed.

T brings back the tactical map

Each square on the base computer's

X Coordinate – Your current position in miles from the left of the tactical map



Guided Missile Count – press **G** or **f3** to arm (and **G** or **f3** again to disarm) and the joystick button to fire. You must be locking a target on your radar scanner to fire

Clock – Shows elapsed time since invasion onset

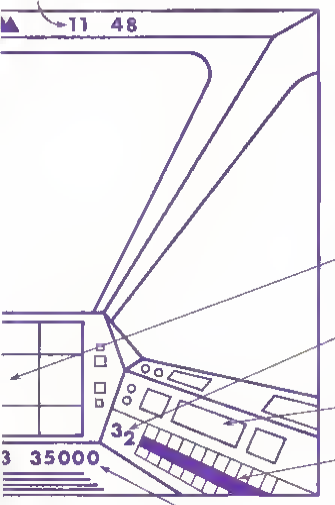
Fuel Indicator – Fuel consumption increases with speed. Using afterburners for thrust boosts (with the spacebar) and climbing to fight planes are especially expensive. Land at home base to refuel. Running out of fuel in flight is fatal.

Speed Indicator – In miles per hour. Press a number on the keyboard to set a new speed. 0 stops. 1 sets at 10% of maximum. 2 at 20%, etc. Press + to increase speed by 100 mph and – to decrease speed by 100 mph. Maximum is 3000 mph

Compass Heading – 180 is south, 270 is west

s tactical map is one mile on a side

Y Coordinate – Your current position in miles from the bottom of the tactical map



Control 9 – Restarts the game

Run/Step – Pauses the game, any key resumes it

H – Gets help when you are at the base or flying with the computer map up

Note: When using the keyboard, depress the key and hold it down long enough to see its effect. Do not simply give the key a quick tap.

Radar Scanner Display – f1 toggles between overhead and forward radar screens. Overhead radar shows installations as well as enemy targets. Enemy targets blink. Watch for messages to appear here

Heat Seeking Missile Count – Press **H** or **f5** to arm (and **H** or **f5** again to disarm) and the joystick button to fire. You must be facing a target on your radar scanner to fire

Auto Pilot Indicator – Will show either AUTO or nothing depending on your flying mode. Press **A** or **f7** to engage

Shield Indicator – When all the red is gone so are you. Land at home base to recharge

Altitude Indicator – Be careful. Above the rank of Cadet hitting the ground hard costs some shield strength

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Skyfox Theme Song by Douglas Fulton

Graphic art and design by Ray Tobey and Kelley.

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